

## CLAIMS

## 1. A variable point generation craps game, comprising:

a random indicator generator, said random indicator generator being capable of  
generating only members of a predetermined set of indicators;

5 at least two point value selectors;

each of said set of predetermined indicators designating one of said at least two  
point value selectors, each of said point value selectors has an initial  
state providing all possible point values obtainable from a single roll of  
a standard pair of dice, said point values being available from said point  
10 value selector with the same probability as from said standard pair of  
dice;

each of said point value selectors yielding at least one point for said craps game  
upon designation by said random indicator generator; and

a bet, said bet depending upon at least one point value selected by at least one  
15 of said point value selectors.

## 2. A variable point generation craps game, comprising:

a random indicator generator, said random indicator generator being capable of  
generating only members of a predetermined set of indicators;

20 at least one point value selector;

each of said set of predetermined indicators designating a predetermined  
operation of at least one of said point value selectors, each of said point  
value selectors has an initial state providing all possible point values

obtainable from a single roll of a standard pair of dice, said point values being available from said point value selector with the same probability as from said standard pair of dice;

said predetermined operation of each of said point value selectors yielding at least one point for said craps game upon designation by said random indicator generator; and

a bet, said bet depending upon at least one point value selected by at least one of said point value selectors.

10     3.     The variable point generation craps game, as described in Claim 1 or Claim 2, wherein said random indicator generator further comprises at least one special die.

4.     The variable point generation craps game, as described in Claim 1 or Claim 2, wherein said random indicator generator further comprises a special pair of dice.

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5.     The variable point generation craps game, as described in Claim 1, wherein said point value selector further comprises a special deck of cards, each of said cards having an assigned point value, a top card of said special deck being drawn to yield a point for said craps game upon designation of said special deck of cards by said random indicator generator.

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6.     The variable point generation craps game, as described in Claim 2, wherein said point value selector further comprises a special deck of cards, each of said cards having an

assigned point value, a card of said special deck being drawn based upon said predetermined operation to yield a point for said craps game upon designation of said predetermined operation by said random indicator generator.

- 5     7.     The variable point generation craps game, as described in Claim 5 or Claim 6, wherein said special deck of cards comprises 36 standard playing cards, said 36 cards being in groups as follows: 1 “two”, 2 “threes”, 3 “fours”, 4 “fives”, 5 “sixes”, 6 “sevens”, 5 “eights”, 4 “nines”, 3 “tens”, 2 “Aces” and 1 “Face Card”, each of said cards having an assigned point values as shown on said card with each “Ace” having a point value of eleven and each “Face Card” having a point value of twelve, each of said point values providing a point for said craps game.
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8.     The variable point generation craps game, as described in Claim 1 or Claim 2, wherein each of said point value selectors is returned to said initial state after yielding a point for said craps game upon designation of said point value selector by said random indicator generator.
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9.     The variable point generation craps game, as described in Claim 5 or Claim 6, wherein said card drawn from said special deck is returned to said special deck and said deck is either of reshuffled and replaced with a reshuffled deck after yielding a point for said craps game.
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10. The variable point generation craps game, as described in Claim 7, wherein: (Hard Way)

each group of cards having an even numbered point value includes only one card of a predetermined suit; and

- 5 when a card of a particular point value is drawn and said card is of said predetermined suit, the point value is considered to be drawn “the hard way” resulting in a higher payoff for said bet.

11. The variable point generation craps game, as described in Claim 7, wherein: (Pass Line)

a player drawing either of a seven and an eleven prior to any other point will win said bet;

a player drawing either of a two, a three and a twelve prior to any other point will lose said bet;

- 15 a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to any other point will establish that point as a target;

a player drawing said target prior to drawing a seven will win said bet; and

a player drawing a seven prior to drawing said target will lose said bet.

- 20 12. The variable point generation craps game, as described in Claim 7, wherein: (Don't Pass Line)

a player drawing either of a seven and an eleven prior to any other point will lose said bet;

a player drawing either of a two and a three prior to any other point will win  
said bet;

a player drawing a twelve will draw again;

a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to

5 any other point will establish that point as a target;

a player drawing said target prior to drawing a seven will win said bet; and

a player drawing a seven prior to drawing said target will lose said bet.

13. The variable point generation craps game, as described in Claim 7, wherein: (Come  
10 Bet)

a player drawing either of a seven and an eleven prior to any other point will  
win said bet;

a player drawing either of a two, a three and a twelve prior to any other point  
will lose said bet;

15 a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to  
any other point will establish that point as a target;

a player drawing said target prior to drawing a seven will win said bet;

after establishment of said target said player places a second bet;

a player drawing either of a seven and an eleven prior to any other point will  
20 win said second bet;

a player drawing either of a two, a three and a twelve prior to any other point  
will lose said second bet;

a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to  
any other point will establish that point as a come point;

a player drawing said come point prior to drawing a seven will win said second  
bet; and

5 a player drawing a seven prior to drawing said come point will lose said second  
bet.

14. The variable point generation craps game, as described in Claim 7, wherein: (Don't  
Come Bet)

10 a player drawing either of a seven and an eleven prior to any other point will  
win said bet;

a player drawing either of a two, a three and a twelve prior to any other point  
will lose said bet;

a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to  
15 any other point will establish that point as a target;

a player drawing said target prior to drawing a seven will win said bet;

after establishment of said target said player places a second bet;

a player drawing either of a seven and an eleven prior to any other point will  
lose said second bet;

20 a player drawing either of a two and a three prior to any other point will win  
said second bet;

a player drawing a twelve will draw again;

a player drawing either of a four, a five, a six, an eight, a nine and a ten prior to  
any other point will establish that point as a come point;

a player drawing said come point prior to drawing a seven will lose said second  
bet; and

5 a player drawing a seven prior to drawing said come point will win said second  
bet.

15. The variable point generation craps game, as described in Claim 13, wherein: (Odds)

after establishment of either of a target and a come point a player places a third

10 bet based upon the point value of a next draw;

said third bet being based upon either of a success and a failure in drawing

either of said target and said come point before a seven is drawn; and

said third bet paying two to one if any of a four and a ten is drawn, paying three

to two if any of a five, a seven and a nine is drawn and paying six to

15 five if any of a six and an eight are drawn.

16. The variable point generation craps game, as described in Claim 11, wherein: (Place  
Bets)

after establishment of a target a player places a fourth bet based upon a point

20 value of a next draw;

said fourth bet being based upon success in drawing said target before a seven

is drawn; and

said fourth bet paying nine to five if any of a four and a ten is drawn, paying seven to five if any of a five and a nine is drawn and paying seven to six if any of a six and an eight are drawn.

- 5     17.     The variable point generation craps game, as described in Claim 7, wherein: (Field Bets)

prior to any draw, a player places a fifth bet;  
said fifth bet being based upon said point value of said first card drawn; and  
said fifth bet paying one to one if any of a three, a four, a nine, a ten and an  
10                eleven is drawn, paying two to one if any of a two and a twelve is  
drawn and losing if any of a five, a six, a seven and an eight is drawn.

18.     The variable point generation craps game, as described in Claim 7, wherein: (Big 6 or 8)

15                prior to any draw, a player places a sixth bet;  
said sixth bet being based upon said point value of any card drawn prior to  
drawing a seven; and  
said sixth bet paying one to one if any of a six and an eight is drawn and paying  
nothing for any other point value.

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19.     The variable point generation craps game, as described in Claim 7, wherein:  
(Proposition Bets)

prior to any draw, a player places a seventh bet;



said seventh bet being based upon said point value of said first card drawn; and  
said seventh bet paying eight to one if any of a two, a three, and a twelve is  
drawn, paying five to one if a seven is drawn and paying fifteen to one  
if an eleven is drawn.

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20. The variable point generation craps game, as described in Claim 10, wherein:  
(Proposition Bets – Hard Way)

prior to any draw, a player places an eighth bet;  
said eighth bet being based upon said point value of any card of said  
predetermined suit drawn prior to drawing a seven; and  
said eighth bet paying eight to one if any of a two, a three, and a twelve is  
drawn and paying fifteen to one if an eleven is drawn.

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21. A method of playing a variable point generation craps game, comprising the steps of:

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1) providing a random indicator generator, said random indicator generator  
being capable of generating only members of a predetermined set of  
indicators;

2) providing at least two point value selectors;

each of said set of predetermined indicators designating one of said at least two

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point value selectors, each of said point value selectors has an initial  
state providing all possible point values obtainable from a single roll of  
a standard pair of dice, said point values being available from said point

value selector with the same probability as from said standard pair of  
dice;

each of said dice combination selectors yielding at least one point for said craps  
game upon designation by said random indicator generator;

5 3) placing a bet, said bet depending upon at least one point value selected by at  
least one of said point value selectors;

4) activating said random indicator generator to generate one of said  
predetermined indicators;

10 5) accessing one of said point value selectors designated by said generated  
predetermined integer to determine a point value generated;

6) determining if an outcome of said bet has been resolved; and

7) repeating steps 4) – 7) as necessary until said outcome of said bet has been  
resolved.

15 22. A method of playing a variable point generation craps game, comprising the steps of:

(1) a random indicator generator, said random indicator generator being  
capable of generating only members of a predetermined set of  
indicators;

(2) providing at least one point value selector;

20 (3) using each of said set of predetermined indicators to designate a  
predetermined operation of at least one of said point value selectors,  
each of said point value selectors has an initial state providing all  
possible point values obtainable from a single roll of a standard pair of

dice, said point values being available from said point value selector  
with the same probability as from said standard pair of dice;

4) performing said predetermined operation upon at least one of said point  
value selectors to yield at least one point for said craps game upon

5 designation of said predetermined operation by said random indicator  
generator;

5) placing a bet, said bet depending upon at least one point value selected by at  
least one of said point value selectors;

6) determining if an outcome of said bet has been resolved; and

10 7) repeating steps 4) – 7) as necessary until said outcome of said bet has been  
resolved.

15 23. The method of playing a variable point generation craps game, as described in Claim  
21 or Claim 22, further comprising the steps of:

providing a random indicator generator further comprising at least one special  
die; and

rolling said special die to select one of said predetermined indicators

20 designating one of said point value selectors.

24. The method of playing a variable point generation craps game, as described in Claim  
21 or Claim 22, further comprising the steps of:

providing a random indicator generator further comprising at least one a special pair of dice; and  
rolling said a special pair of dice to select one of said predetermined indicators designating one of said point value selectors.

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25. The method of playing a variable point generation craps game, as described in Claim 21, further comprising the steps of:

providing a point value selector comprising a special deck of cards, each of said cards having an assigned point value; and

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drawing a top card of said special deck to yield a point for said craps game upon designation of special deck of cards by said random indicator generator.

26. The method of playing a variable point generation craps game, as described in Claim 22, further comprising the steps of:

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providing a point value selector comprising a special deck of cards, each of said cards having an assigned point value;

drawing a card of said special deck based upon said predetermined operation to yield a point for said craps game upon designation of said

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predetermined operation by said random indicator generator.

27. The method of playing a variable point generation craps game, as described in Claim 25 or Claim 26, wherein said special deck of cards comprises 36 cards standard

playing cards, said 36 cards being in groups as follows: 1 “two”, 2 “threes”, 3 “fours”, 4  
“fives”, 5 “sixes”, 6 “sevens”, 5 “eights”, 4 “nines”, 3 “tens”, 2 “Aces” and 1 “Face  
Card”, each of said cards having an assigned point values as shown on said card with  
each “Ace” having a point value of eleven and each “Face Card” having a point value  
of twelve, each of said point values providing a point for said craps game.

28. The method of playing a variable point generation craps game, as described in Claim  
21 or Claim 22, further comprising the step of returning each of said point value  
selectors to said initial state after yielding a point for said craps game upon designation  
of said point value selector by said random indicator generator.

29. The method of playing a variable point generation craps game, as described in Claim  
25 or Claim 26, further comprising the step of returning said card drawn from said  
from said special deck to said special deck and reshuffling said deck after yielding a  
point for said craps game.

30. The method of playing a variable point generation craps game, as described in Claim  
27, further comprising the steps of: (Hard Way)

providing only one card of a predetermined suit in each group of cards having

an even numbered point value; and

providing a higher payoff for said bet when a card of a particular point value is

drawn and said card is of said predetermined suit as the point value is

considered to be drawn “the hard way.”

31. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Pass Line)

drawing either of a seven and an eleven prior to any other point to win said bet;

5 drawing either of a two, a three and a twelve prior to any other point to lose said bet;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any other point to establish that point as a target;

drawing said target prior to drawing a seven to win said bet; and

10 drawing a seven prior to drawing said target to lose said bet.

32. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Don't Pass Line)

drawing either of a seven and an eleven prior to any other point to lose said bet;

15 drawing either of a two and a three prior to any other point to win said bet;

drawing a twelve to draw again;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any other point to establish that point as a target;

drawing said target prior to drawing a seven to win said bet; and

20 drawing a seven prior to drawing said target to lose said bet.

33. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Come Bet)

drawing either of a seven and an eleven prior to any other point to win said bet;  
drawing either of a two, a three and a twelve prior to any other point to lose  
said bet;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any  
5 other point to establish that point as a target;

drawing said target prior to drawing a seven to win said bet;

placing a second bet after establishment of said target;

drawing either of a seven and an eleven prior to any other point to win said  
second bet;

10 drawing either of a two, a three and a twelve prior to any other point to lose  
said second bet;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any  
other point to establish that point as a come point;

drawing said come point prior to drawing a seven to win said second bet; and

15 drawing a seven prior to drawing said come point to lose said second bet.

34. The method of playing a variable point generation craps game, as described in Claim  
27, further comprising the steps of: (Don't Come Bet)

drawing either of a seven and an eleven prior to any other point to win said bet;

20 drawing either of a two, a three and a twelve prior to any other point to lose  
said bet;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any  
other point to establish that point as a target;

drawing said target prior to drawing a seven to win said bet;

placing a second bet after establishment of said target;

drawing either of a seven and an eleven prior to any other point to lose said  
second bet;

5 drawing either of a two and a three prior to any other point to win said second  
bet;

drawing a twelve to draw again;

drawing either of a four, a five, a six, an eight, a nine and a ten prior to any  
other point to establish that point as a come point;

10 drawing said come point prior to drawing a seven to lose said second bet; and  
drawing a seven prior to drawing said come point to win said second bet.

35. The method of playing a variable point generation craps game, as described in Claim  
33, further comprising the steps of: (Odds)

15 placing a third bet after establishment of either of a target and a come point  
based upon the point value of a next draw;

basing a success of said third bet upon either of a success and a failure in  
drawing either of said target and said come point before a seven is  
drawn; and

20 said third bet paying two to one if any of a four and a ten is drawn, paying three  
to two if any of a five, a seven and a nine is drawn and paying six to  
five if any of a six and an eight are drawn.



36. The method of playing a variable point generation craps game, as described in Claim 31, further comprising the steps of: (Place Bets)

placing a fourth bet after establishment of a target based upon a point value of a next draw;

5 basing said fourth bet upon success in drawing said target before a seven is drawn; and

said fourth bet paying nine to five if any of a four and a ten is drawn, paying seven to five if any of a five and a nine is drawn and paying seven to six if any of a six and an eight are drawn.

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37. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Field Bets)

placing a fifth bet prior to any draw;

basing said fifth bet upon said point value of said first card drawn; and

15 said fifth bet paying one to one if any of a three, a four, a nine, a ten and an eleven is drawn, paying two to one if any of a two and a twelve is drawn and losing if any of a five, a six, a seven and an eight is drawn.

38. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Big 6 or 8)

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placing a sixth bet prior to any draw;

basing said sixth bet upon said point value of any card drawn prior to drawing a seven; and

said sixth bet paying one to one if any of a six and an eight is drawn and paying nothing for any other point value drawn.

39. The method of playing a variable point generation craps game, as described in Claim 27, further comprising the steps of: (Proposition Bets)

placing a seventh bet prior to any draw;  
basing said seventh bet upon said point value of said first card drawn; and  
said seventh bet paying eight to one if any of a two, a three, and a twelve is drawn, paying five to one if a seven is drawn and paying fifteen to one if an eleven is drawn.

40. The method of playing a variable point generation craps game, as described in Claim 30, further comprising the steps of: (Proposition Bets – Hard Way)

placing an eighth bet prior to any draw;  
basing said eighth bet upon said point value of any card of said predetermined suit drawn prior to drawing a seven; and  
said eighth bet paying eight to one if any of a two, a three, and a twelve is drawn and paying fifteen to one if an eleven is drawn.

41. A variable point generation craps game, comprising:

a random indicator generator, said random indicator generator being capable of generating only members of a predetermined set of indicators;  
at least two point value selectors;

each of said set of predetermined indicators designating one of said at least two point value selectors, each of said point value selectors has an initial state providing all possible point values obtainable from a single roll of a standard pair of dice;

5 each of said point value selectors yielding at least one point for said craps game upon designation by said random indicator generator; and a bet, said bet depending upon at least one point value selected by at least one of said point value selectors.

10 42. A variable point generation craps game, comprising:

a random indicator generator, said random indicator generator being capable of generating only members of a predetermined set of indicators; at least one point value selector;

each of said set of predetermined indicators designating a predetermined operation of at least one of said point value selectors, each of said point value selectors has an initial state providing all possible point values obtainable from a single roll of a standard pair of dice;

15 said predetermined operation of each of said point value selectors yielding at least one point for said craps game upon designation by said random indicator generator; and

20 a bet, said bet depending upon at least one point value selected by at least one of said point value selectors.

43. The variable point generation craps game, as described in Claim 41, wherein said point value selector further comprises a standard deck of cards, each of said cards having an assigned point value, a top card of said standard deck being drawn to yield a point for said craps game upon designation of said standard deck of cards by said random indicator generator.

44. The variable point generation craps game, as described in Claim 42, wherein said point value selector further comprises a standard deck of cards, each of said cards having an assigned point value, a card of said standard deck being drawn based upon said predetermined operation to yield a point for said craps game upon designation of said predetermined operation by said random indicator generator.

45. The variable point generation craps game, as described in Claim 41 or Claim 42, wherein each of said point value selectors is returned to said initial state after yielding a point for said craps game upon designation of said point value selector by said random indicator generator.

46. The variable point generation craps game, as described in Claim 43 or Claim 44, wherein said card drawn from said standard deck is returned to said standard deck and said deck is either of reshuffled and replaced with a reshuffled deck after yielding a point for said craps game.

47. The variable point generation craps game, as described in Claim 1, Claim 2, Claim 41 or Claim 42 wherein said a random indicator generator is a choice made by a player of said craps game.

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